

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



Important Legal Information

REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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GETTING STARTED

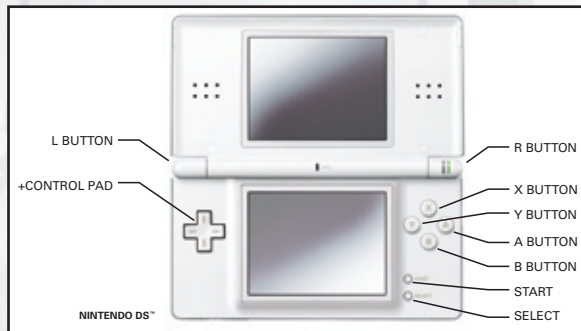
1. Turn OFF the Power Button on your Nintendo DS™ System. Never insert or remove a Game Card when the power is ON.
2. Insert the **Backyard Hockey®** Game Card into the Game Card Slot on the Nintendo DS System. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button.
4. When the Title Screen appears, touch the Touch Screen to begin.

SAVING AND LOADING

With Auto-Save set to ON (see “Options” on page 9), your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply sign in as the same coach.

Note: Games played in Play Now, Pick-Up Game, Mini-Games and Multiplayer modes are not saved.

CONTROLS



Menu Controls

ACTION	CONTROL
Cycle Menu Choices	+Control Pad
Accept	A Button
Back	B Button
Cycle Screens (when selecting teams and players)	R Button / L Button
Quick Start (randomly selects players, courts, etc.)	START

Gameplay Controls

To use in-game stylus control, you must turn Touch Gameplay ON in the Options menu.
To use **+Control Pad** control, you must turn Touch Gameplay OFF in the Options menu.

ACTION	Button Control	Stylus Control
Move Player	+Control Pad	Tap and drag the stylus to the desired location
Shoot the puck (offense)	Press and hold the A Button while aiming the shot with the +Control Pad . Release to shoot the puck. The longer you hold down the A Button , the harder your shot.	Tap the Shot button to bring up a grid, then tap the area of the goal you want to aim for (upper left square = upper left area of net, etc.).
Pass the puck (offense)	B Button . Press the +Control Pad in the direction of a teammate to pass to him or her.	Tap the desired player
Switch players (defense)	B Button (switch to player closest to puck)	Tap the desired player
Poke / Steal (defense)	A Button	Tap the target opponent
Dump the puck (offense)	L Button	L Button or R Button

ACTION	Button Control	Stylus Control
Turbo	Press and hold the R Button	Tap/drag stylus at a point farther away from your player for more speed.
PAUSE menu	START	START

WELCOME TO BACKYARD HOCKEY®!

Backyard Hockey is out on the Nintendo DS system! Create your own portable hockey team with Backyard Kids and cool kid versions of National Hockey League® stars! Sharpen up your skates and get ready for some action-packed fun on ice!

MAIN MENU



PLAY NOW

Hit the ice straightaway – no need to choose teams, players, or rinks.

PICK-UP GAME

Play a single game where you can choose a rink, teams and players. Pick-Up games do not

affect Season Play statistics (see “Pick-Up Game and Season Play Setup” on page 11).

SEASON PLAY

Lead your team through a rigorous Backyard Hockey League season and compete for the BHL championship (see “Pick-Up Game and Season Play Setup” on page 11). Win the BHL Cup and you’ll unlock NHL players and extra rinks!

MINI-GAMES

Test your shooting skills in a game of Penalty Shootout or play a fast-paced game of Air Hockey (see “Mini-Games” on page 19).

MULTIPLAYER

Get in some two-player skating action over DS Wireless Play using two Nintendo DS systems (see “Multiplayer” on page 25).

OPTIONS

Configure sound settings, on-screen info, camera angles, touch gameplay, and auto-save settings (see “Options” on next page).

EXTRAS

Check out the Backyard Kids’ biographies and learn about the conditions that influence players’ abilities. You can also see who helped create *Backyard Hockey* in the Credits section.

OPTIONS



Music – Turn background music ON / OFF.

SFX – Turn sound effects ON / OFF.

On-Screen Info – Turn on-screen info ON / OFF. When set to ON, the name of the player you are controlling is displayed underneath that player. If

Fatigue is set to ON, the energy level of that player is displayed as well.

Camera – Toggle the camera angle between NORMAL, HIGH, SIDE, and CLASSIC modes.

- NORMAL provides an isometric view with goals on the top and bottom of the screen.
- HIGH is similar to Normal but zoomed out farther.
- In SIDE mode, the camera swings around a pivot point located on the side of the rink to follow the puck as it moves. The goals are located on the left and right sides of the screen.
- CLASSIC mode provides a top-down view with goals on the top and bottom, and is the most zoomed-in view.

Touch Gameplay – Turn stylus control ON / OFF. When set to ON, the stylus is used to control the players in your game. When set OFF, only the **+Control Pad** is used.

Auto Save – Turn the Auto Save feature ON / OFF. When set to ON, your progress is saved automatically after each Season Play game. When set to OFF, you are prompted before saving.

PAUSE MENU

Press **START** to pause the game and display the Pause Menu. You can select from the following options:

Resume – Return to the current game.

Options – Go to the Options menu as described in the previous section.

Quit – Quit gameplay and return to the Main Menu. **Note:** Your progress in the current game will not be saved.

PICK-UP GAME AND SEASON PLAY SETUP

COACH SIGN-IN SCREEN (Season Play only)



Create a New Coach

Select **New** to create a coach and start a new BHL season. Enter a coach name, select **OK** and press the **A Button**.

Sign In Existing Coach

Select an existing coach and press the **A Button** to resume a

season already in progress.

Copying a Coach

Select **Copy** and press the **A Button**, then select the coach you want to copy and press the **A Button** again to confirm.

Deleting a Coach

You can save up to two coaches. To delete a coach, select **Delete** and press the **A Button**. Select the coach you want to delete and press the **A Button**.

GAME SETUP SCREEN



Set gameplay options for the current game or season.

Game Difficulty – Choose a difficulty level: **Easy**, **Medium**, or **Hard**. Note that changing the difficulty also switches all other gameplay options to their defaults for that difficulty level.

Period Length – Choose 2-, 4-

or 6-minute periods.

Fatigue – Turn player fatigue ON / OFF. When set to ON, players will tire over the course of a game, making line changes necessary. Energy levels are displayed on the screen underneath each player; the lower the percentage shown, the more fatigued your player is.

Power-Ups – Set power-ups to **None**, **Some** or **Many**.

Penalties – Turn penalties ON / OFF. If set to ON, players can be called for penalties and sent to the penalty box, resulting in a power play for the opposing team.

Offsides – Turn offsides ON / OFF. If set to ON, an offside call will be made if a player crosses the blue line to enter the attacking zone before the puck does. Players must stop and then resume play with a face-off between the two teams.

Icing – Turn icing ON / OFF. If set to ON, an icing call will be made if a player shoots the puck across the center red line and across the other team's goal line without actually getting the puck into the net. Players must stop and then resume play with a face-off.

Fisticuffs – Turn fisticuffs ON / OFF. If set to ON, players with similar check levels settle disputes with a quick game of Rock, Paper Scissors.

Line Changes – Set line changes to either Automatic or Manual. When set to Automatic, players from the bench will automatically be substituted into the game when their teammates on the ice become fatigued.

Season Length (Season Play only) – Choose 5-, 14- or 29-game seasons.

The above gameplay options are set automatically, depending on the difficulty level you choose. You may also change any of these options individually by using the **+Control Pad**.

SELECT TEAM SCREEN



Choose one of 30 NHL or six Backyard teams. Use the **L Button** and **R Button**, or tap the arrows with the stylus to view more teams. Press the **A button** to select a team.

Press **START** to randomly select a team.

RINK SELECT SCREEN



Select from **eight** standard rinks and **two** unlockable bonus rinks. You can unlock bonus rinks by winning the Conference finals and the BHL championship in Season Play mode.

Press **START** to randomly select a rink.

PUCK TOSS (Pick-Up Game only)



To determine which team gets to pick players first, the game flips a puck. Use the **+Control Pad** to select either the logo or blank side of the puck, and press the **A Button** to stop the puck from spinning. If the puck lands with the chosen side up, then Player 1 chooses first. Otherwise, Player 2 or the CPU player chooses first.

SELECT PLAYER SCREEN



Picking Players

Use the stylus or the **+Control Pad** to cycle through the available players and highlight the kid you want to select. Use the **L Button** and **R Button**, or tap the arrows on the Touch Screen with the stylus to view more players. Press the **A Button** to confirm your choice.

Continue making picks until you have seven kids on your team. In Pick-Up Game mode, Player 1 and the CPU alternate picking players.

Press **START** to randomly choose players.

Creating Custom Players

You can create and save up to seven custom players.

- Select the “?” player icon and press the **A Button**.
- Select a New player slot and press the **A Button**.
- Use the **+Control Pad** to choose a nickname and physical attributes.
- After you reach the “hair color” option, press the **+Control Pad DOWN** to continue to the next column and distribute the available skill points across the skill options. When all skill points have been distributed, press the **A Button** to finalize and save your custom player.

Loading Custom Players

To load a custom player, select the “?” player and press the **A Button**. Highlight a player slot containing a saved custom player and press the **A Button**.

Deleting Custom Players

To delete a custom player, select the “?” player and press the **A Button**. Select Delete and choose the custom player you want to delete. Press the **A Button** again and choose Yes to confirm.

SEASON PLAY MENU (Season Play only)



Play Game – Start your next scheduled game.

Team Line-up – Adjust your current team line-up (see “Team Line-up Screen” next page).

Team Schedule – Check which other teams your team is scheduled to play, along with the results of previous games.

Team Reports – View player statistics, player milestones, and league standings. Please note: The Player Milestones screen only tracks Custom Player achievements.

Team Photo – View a team snapshot and tap on team members with the stylus to view their bios and skills.

Trophy Case – View your team’s trophies.

TEAM LINE-UP SCREEN



You can set up your player positions at the Team Line-Up screen. To swap positions, use the **R Button** to select a player. Move the player to a new position by pressing the **+Control Pad UP** and **DOWN**, then press the **R Button** to confirm the new position.

The positions displayed, from top to bottom, are Center, Defense, Forward, Goalie, Substitute Center, Substitute Defense, and Substitute Forward.

When Fatigue is set to ON, the bar at the bottom of the screen indicates the selected player's energy level.

When satisfied with your choices, press the **A Button**.

MINI-GAMES

Air Hockey

Play a realistic game of Air Hockey against the CPU or another player. Use the stylus to move your blue piece to hit the red puck into your opponent's goal. Whoever reaches a predetermined score first, or whoever has the most points after a set amount of time, wins.

Shootout

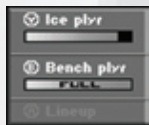
Practice scoring as many penalty shots as you can against your opponent, one-on-one (as you would in an overtime game). In Pickup Shootout, you can pick players and a rink; in Play Now Shootout, you are assigned random players and a random rink.

GAME SCREEN

ON THE RINK



Rapid Line Change Menu



The Rapid Line Change Menu appears during play stoppage (prior to faceoffs). This menu displays your team's fatigue level, and gives you a chance to instantly swap in a sub from the bench. The player who is automatically subbed in is the player who has been designated for that position in the Team Line-Up screen (see "Team Line-Up" on page 18).

- To make the sub, press the **B Button** (or tap Bench plyr with the stylus).

- To keep your current player, press the **Y Button** (or tap Ice plyr with the stylus).
- To go to the Team Line-Up Screen and make changes manually, press the **A Button** (or tap Lineup with the stylus).

Note: The Rapid Line Change Menu will only appear when Fatigue is set to ON and Line Changes are set to MANUAL (see "Options" on page 9).

Fisticuffs



If there is roughhousing on the ice between players of similar check levels, the players settle their dispute with a quick game of Rock Paper Scissors. The winner is awarded a penalty. If there is a tie, neither player gets the penalty.

Press the **Y Button** to choose Rock, **B Button** for Paper, and **A Button** for Scissors (or tap their respective icons with the stylus).

Note: Roughhousing will not occur when the Fisticuffs option is set to OFF (see "Options" on page 9).

GAMEPLAY ICONS

Selected Player

The **green circle** icon highlights the player you are controlling.

Open Teammate

The **red circle** icon highlights the open player you can pass to.

After passing the puck to that player, his or her icon will change to green and you will now control that player.

Opponent in Possession of Puck

The **gray circle** icon highlights the opponent player in possession of the puck.

Off-Screen Icons

The **blue arrow** icon points to the player you are controlling when he or she is off screen.

POWER-UPS

Do well on the ice and you'll boost your Power-Up Meter. Fill the meter to gain amazing abilities! All power-ups are described in the following chart.

Offensive Power-Ups



Hot Shot – Shoot a super-fast, flaming puck at the goal as if you have 100% shooting power and accuracy.



Under Ice – Your next shot tunnels under the ice and re-emerges right near the goal.



Goal Seeker – Your puck acts like a guided missile-- it weaves its way through the defense and sails straight into the goal.



Snow Storm – Your player becomes invincible, bowling down any opponents in the way like a snow plow.

Defense Power-Ups



Magnetic Puck – Pull that puck away like a powerful magnet the next time your opponent tries to make a pass.



Sticky Puck – As soon as the opponent with the puck winds up to shoot, the puck becomes stuck to the ice. It'll be like hitting something that's nailed to the ground for your opponent, who will fall over from the impact.



Igloo – This power-up turns your goal into an igloo. Now, in order to score, the other team has to make an extremely difficult shot into the igloo's narrow doorway.



Scaredy Puck – The puck is repelled away from the opponents as if it is scared of them.



Bounce Check – Any opponent who tries to check you bounces away as if you're made of rubber.

General Power-ups



Super Speed Skates – Your entire team has the ability to skate at blazing speeds for a period of time, and the effects of fatigue are not noticeable.



Slushy Skates – Your opponents skate as if on slush, and their turbo is

disabled.



Freeze Tag – Tag, you’re IT! Touch any opponent and they’ll become frozen in their spot for a short period of time.



Banana Peel – The other team slips and falls as if they all just tripped on banana peels.



Hot Cocoa – Your whole team gets a temporary energy boost, and the effects of fatigue are negated for a short period of time.



110% Juice – This juicy power-up resets your entire team’s stamina to full status (including the players on the bench).

GAME SUMMARY SCREEN



The Game Summary screen displays overall stats between periods and at the end of a game. When finished viewing the Game Summary screen between periods, press the **A Button** to continue. See “Stats” on page 27 for details on the stats categories.

EXTRAS

Select Extras from the Main Menu to view the following:

Player Cards – Check out the Backyard Kids and the kid versions of NHL stars. Learn about each player’s biography and hockey skills. Use the **+Control Pad** and press the **A Button** to select a player and view his or her information.

Credits – View the list of people who helped create *Backyard Hockey*.

MULTIPLAYER

You can play a *Backyard Hockey* wireless multiplayer game using two Nintendo DS systems. **Note:** Two *Backyard Hockey* Game Cards are required.

STARTING WIRELESS MULTIPLAYER MODE

- Insert a Backyard Hockey Game Card into each system and switch the systems ON.
- At the Main Menu, both players select the Multiplayer option.
- Player 1 selects a slot, and waits for Player 2 to join the same slot.
- When both players are listed on the screen, Player 1 can press the **A button** to proceed.

- Select Regular game for classic hockey against your opponent's team, or choose Air Hockey or Penalty Shot to go one-on-one. See "Mini-Games" on page 19 for one-on-one game rules.

BACKYARD HOCKEY LEAGUE RULES

Backyard Hockey uses rules similar to those used by the National Hockey League, with a few modifications.

SCORING

Period Length: 2, 4, or 6 minutes

Players on the Ice: Three skaters and a goalie for each team

Penalties: Penalties are called only if set to ON in the Game Setup Screen.

Overtime (regular season game): If a regular-season game is tied at the end of regulation play, there is one two-minute overtime period. All skaters remain in the game, and penalties are called as in regulation play. After the 2 minute period overtime, there is a shootout to determine the winner.

Overtime (playoff game): If the game is tied at the end of a playoff game, unlimited two-minute overtime periods are played until a period ends with one team ahead.

STATS

PLAYER STATS	
GP	Games played
G	Goals scored
A	Assists
PTS	Points per game
+/-	Plus/minus
PIM	Penalties in minutes

TEAM STATS	
W	Wins
L	Losses
T	Ties
OTL	Overtime losses
PTS	Points

GOALIE STATS	
GP	Games played
W	Wins
L	Losses
OT	Overtime losses
GAA	Goals Allowed Average
SAVE %	Save percentage

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HUMONGOUS INC. WEB SITE

Check out new games, contest and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via Email

If you are experiencing technical problems with Backyard Hockey and did not find a solution in this manual, our tech support can be reached via email at this address:

techsupport@backyardsports.com

Or visit our website at www.backyardsports.com to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

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